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Inventor Name Search Result

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Last Name = SAITOU
First Name = NOBUHIRO

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09432113	Not Issued	99	11/02/1999	GRAPHIC EDITING APPARATUS GRAPHIC EDITING METHOD AND STORAGE MEDIUM ON WHICH IS RECORDED A PROGRAM FOR GRAPHIC EDITING	SAITOU, NOBUHIRO
09739840	Not Issued	71	12/20/2000	Graphic editing device, graphic editing method and storage medium for storing a program	SAITOU, NOBUHIRO

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1 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

4 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

5 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachern, Theresa-Marie Rhyne

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(13.99 MB) Additional Information: full citation, abstract

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

6 Rotating virtual objects with real handles

Colin Ware, Jeff Rose

June 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 2

Publisher: ACM Press

Full text available: pdf(263.35 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Times for virtual object rotations reported in the literature are of the order of 10 seconds or more and this is far longer than it takes to manually orient a "real" object, such as a cup. This is a report of a series of experiments designed to investigate the reasons for this difference and to help design interfaces for object manipulation. The results suggest that two major factors are important. Having the hand physically in the same location as the virtual object being manip ...

Keywords: 3D object manipulation, 3D rotation, direct manipulation, input devices, two-handed input, virtual reality

7 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in

high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

8 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

9 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Publisher: ACM Press

Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

10 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

11 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.64 MB) Additional Information: full citation

12 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

13 Pen computing: a technology overview and a vision

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available: pdf(5.14 MB) Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

14 Objects II: Frames of reference in virtual object rotation

Colin Ware, Roland Arsenault

August 2004 **Proceedings of the 1st Symposium on Applied perception in graphics and visualization APGV '04**

Publisher: ACM Press

Full text available: pdf(279.44 KB) Additional Information: full citation, abstract, references, index terms

It is difficult with most current computer interfaces to rotate a virtual object so that it matches the orientation of another virtual object. Times to perform this simple task can exceed 20 seconds whereas the same kind of rotation can be accomplished with real objects and with some VR interfaces in less than two seconds. In many advanced 3D user interfaces, the hand manipulating a virtual object is not in the same place as the object being manipulated. The available evidence suggests that this ...

Keywords: 3D interaction, direct manipulation, input devices, virtual reality

15 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

16 Structured Graphics for Distributed Systems

K. A. Lantz, W. I. Nowicki

January 1984 **ACM Transactions on Graphics (TOG)**, Volume 3 Issue 1

Publisher: ACM Press

Full text available: pdf(2.15 MB) Additional Information: full citation, references, citings, index terms

17 Decoupled simulation in virtual reality with the MR toolkit

Chris Shaw, Mark Green, Jiandong Liang, Yunqi Sun

July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3
Publisher: ACM Press
Full text available: pdf(2.65 MB) Additional Information: full citation, references, citings, index terms

Keywords: interaactive 3D graphics, user interface software

18 Facial modeling and animation
Jörg Haber, Demetri Terzopoulos
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

19 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

20 Introduction to the computer graphics reference model
George S. Carson
September 1993 **ACM SIGGRAPH Computer Graphics**, Volume 27 Issue 2
Publisher: ACM Press
Full text available: pdf(1.24 MB) Additional Information: full citation, abstract, citings, index terms

This is the final version of the introduction. It was prepared by the Computer Graphics Reference Model (CGRM) document editor based on comments on the previous version received from national bodies and decisions taken at the CGRM editing held in May 1992. National bodies are encouraged to give this document wide circulation.

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